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# KONAMI®

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GAME BOY ADVANCE



DOUBLE  
1ST LASER, OPTION  
SPEED UP  
LASER  
MISSILE  
PHOTON TORP

INSTRUCTION BOOKLET

# GRADIUS GALAXIES™

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE  
MILD VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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## STORY

It all began with a single meteorite impact.

Ramiles, the fifth planet in the peaceful and prosperous Gradius system, suddenly lapsed into silence. Moreover, communications ceased from all spacecraft navigating the region. The federal government of Gradius viewed the situation gravely and immediately commenced an investigation to shed light on the mystery.

Soon after, the startling truth was revealed.

Centuries before, Gradius had destroyed the fortress planet of its enemy, the Bacterions, in a final, decisive battle. As a result, countless planetary fragments imbedded with the self-breeding DNA program of an enemy biological weapon were scattered into space. One of those fragments entered into a wide-range orbit and, after 400 years, returned to the Gradius system as a meteorite. After impacting on Ramiles, the DNA program in the meteorite immediately activated itself. The planet was subdued in mere moments.

With their planet in flames, the people of Ramiles – powerless to counterattack – were crushed with despair. Then one day, an old man, looked up to the sky. Reflected in his eyes was the white vapor trail of a combat ship in flight traced against a crimson-dyed sky. The old man was convinced that the ship was the Vic Viper, a super-spatial temporal fighter he had heard of in legend as a child. Seeing this, a faint hope glowed within the old man's heart.

Now, as the people's distant memories return from the ashes, a new battle is about to begin...

## CONTROLS

The controls are operated as follows.

**Control Pad**  
Operates your ship

**L/R Buttons** : Not used

**A Button**  
Power Up / Select



**B Button**  
Shot & missile / Command cancel

**START** : Pause  
**SELECT** : Not used

Button settings can be changed in Options Mode.

Soft reset: While you are playing, you can reset the game by pushing the A Button, B Button, L Button, R Button, and START simultaneously.

## SCREEN LAYOUT



## HOW TO PLAY

Insert the Game Pak securely into the Game Boy® Advance and turn on the power switch. The title screen will appear after the opening demo. Press START to display all game modes. Select a mode by pushing the A Button.

\*The opening demo can be skipped by pressing START.

**START** : Starts the game from the first stage.

**CONTINUE** : Starts the game from a chosen stage.

**HINT** : Displays hints for the completion of each stage.

**OPTIONS** : Changes various game settings.

NOTE: The CONTINUE and HINT options can only be accessed for stages that have already been reached.

## OPTIONS MODE

Various game settings can be changed in Options Mode.



**GAME LEVEL** : Set the game's level of difficulty to EASY, NORMAL, or HARD.

**LIFE** : Set the initial number of ships to 1, 3, 5, 7, or 9.

**CONTROLLER** : Change the functions of controller buttons.

**SHOT** : Fires shots and lasers.

**MISSILE** : Fires missiles.

**POWER UP** : Employs power ups.

**RAPID** : Hold this button down to fire shots, lasers, and missiles continuously.

**EXIT** : Exits option mode.

NOTE: Saved data can be erased by moving the cursor to EXIT, holding down the L, R, and B Buttons, and pressing START.

## CONTINUES

After GAME OVER has been displayed, CONTINUE will appear on the screen. To continue the game, select YES and press the A Button. To end, select NO and press the A Button; the RANKING screen or NAME ENTRY screen will appear.

## NAME ENTRY

The player's initials can be entered if the final score ranks in the top ten. Enter 3 initials and select "END" using the A Button to display the RANKING screen. Press START on the RANKING screen to return to the title screen.

NOTE: When you CONTINUE, your score will not be considered in the high score category because high scores are based off of one credit.



## POWER UP SELECT

Choose a POWER UP system before starting the game with START or CONTINUE.

### 1. Power Meter Select (choose from four kinds, A~D.)

#### A. Balanced type

SPEED UP	MISSILE	DOUBLE	LASER	OPTION
----------	---------	--------	-------	--------

#### B. Wide area type

SPEED UP	2-WAY	TAIL	RIPPLE	OPTION
----------	-------	------	--------	--------

#### C. Power type

SPEED UP	PHOTON	TAIL	THRUST	OPTION
----------	--------	------	--------	--------

#### D. Air-to-ground type

SPEED UP	SPREAD	DOUBLE	TWIN	OPTION
----------	--------	--------	------	--------

### 2. Shield Select (choose from two kinds, S or F.)

S. SHIELD : Strong forward-facing shields.

F. F-FIELD : Surround shields.

### 3. Power Up Method Select (choose from two kinds, A or M.)

A. Semi-auto power up : Computer assisted power up.

M. Manual power up : Player controlled power up.

Start the game by selecting OK when power up selections are complete.

## POWER UPS

A power capsule will appear when certain enemies and formations are destroyed. Take the capsule and the power up types displayed on the power meter will light up in rotation. Press the power up button when the desired power up is highlighted.



Power Up Capsule



A blue capsule will destroy all enemies and shots from the screen.

### Power Up Types



SPEED UP

Speed can be increased up to five times.



MISSILE

Fires missiles down. Destroys enemies on the ground.



2-WAY MISSILE

Fires missiles up and down.



PHOTON TORPEDO

Fires missiles down and forward. Penetrates small enemies.



SPREAD BOMB

Fires missiles forward and down. Explodes in a wide range when it hits the ground.



DOUBLE

Fires shots diagonally forward and up in addition to normal shots.



TAIL GUN

Fires shots to the rear in addition to normal shots.

### LASER

Fires a long laser beam.

### RIPPLE LASER

Fires a ring diffusion laser beam.

### THRUST LASER

Fires a piercing laser beam.

### TWIN LASER

Fires two short lasers.

### OPTION

Creates a small copy of your ship to attack simultaneously. A maximum of four options can be added.

### SHIELD

Two shields attach to the front of the ship, deflecting ten attacks.

### FORCE FIELD

A force field envelops the ship, deflecting three attacks from any direction.

As to MISSILE, DOUBLE, and LASER, you can power up two levels.

\*DOUBLE and TAIL GUN cannot be employed in conjunction with the LASER series.

## STAGES

1. Meteorite Stage
2. Glass Stage
3. Artificial Galaxy Stage
4. Underground Volcano Stage
5. Moai Stage
6. Organic Stage
7. Comet Stage
8. Fortress Stage

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## WARRANTY AND SERVICE INFORMATION

If you feel stuck in the game, or just need a boost, don't worry!

You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

**Konami Game Hint & Tip Line: 1-900-896-HINT (4468)**

- 95¢ per minute charge

- \$1.25 per minute support from a game counselor

- Touch tone phone required

- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time.

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